

Docket No. F-7110

Ser. No. 09/923,941

AMENDMENTS TO THE CLAIMS:

Please replace the claims with the claims provided in the listing below wherein status, amendments, additions and cancellations are indicated.

1. (Currently Amended) A fighting video game machine wherein an enemy character appearing in a game image is displayed at an attacking position from a viewing point of a simulated camera on a monitor launching an attack, said fighting video game machine comprising:

a detecting unit for detecting the position of the viewing point in a play area in front of and apart from the monitor,

a game control unit for controlling the progress of the game,

a display control unit for generating a three-dimensional image including the enemy character viewed from the viewing point of the simulated camera and displaying it on the monitor,

a sound control unit for controlling a sound output corresponding to an attacking position of based on the enemy character,

a first sound generator and a second sound generator provided arranged in different positions to produce [[the]] sound output corresponding to the attacking position based on the enemy character, and

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attacking position judging means for judging arranged to determine whether the ~~attacking position of a distance between a bullet fired by~~ the enemy character displayed on the monitor at the attacking position and the viewing point of the simulated camera is less than or greater than a threshold distance value ~~of distance from the viewing point of the simulated camera~~.

wherein the sound control unit causes a sound to be outputted from the first sound generator when the ~~attacking position~~ distance between the fired bullet and the viewing point is determined by the attacking position judging means to be greater than the threshold value ~~of distance while causing~~ and causes the sound to be outputted from the second sound generator when the ~~attacking position~~ distance is determined by the attacking position judging means to be less than the threshold value ~~of distance~~.

2. (Currently Amended) A fighting video game machine according to claim 1, wherein the first sound generator is provided arranged in a position distant from the play area and the second sound generator is provided arranged in a position proximate to the play area.

3. (Currently Amended) A fighting video game machine according to claim 1, wherein the attack is shooting, the sound control unit causes a hitting sound to be outputted from the first sound generator when the attacking position judging

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means ~~judges~~ determines that ~~[[a]]~~ the fired bullet has hit an obstacle displayed before the viewing point of the simulated camera while causing a sound hurtling through the air to be outputted from the second sound generator when the attacking position judging means ~~judges~~ determines that the fired bullet has passed beside the viewing point of the simulated camera.

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4. (Currently Amended) A fighting video game machine according to claim 1, wherein the attack is shooting, the sound control unit causes a hitting sound to be outputted from the first sound generator when the attacking position judging means ~~judges~~ determines that ~~[[a]]~~ the fired bullet has hit an obstacle displayed at a distance before the viewing point of the simulated camera while causing a hitting sound to be outputted from the second sound generator when the attacking position judging means ~~judges~~ determines that the fired bullet has hit an obstacle displayed right before the viewing point of the simulated camera.

5. (Currently Amended) A fighting video game machine according to claim 3, wherein the attacking position judging means is ~~adapted to judge~~ arranged to determine that the bullet has hit the viewing point of the simulated camera, and the sound control unit causes a target-hitting sound to be outputted from the second sound generator when the attacking position judging means makes such a judgment determination.

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6. (Currently Amended) A fighting video game machine according to claim 1, ~~further comprising~~ wherein the detecting unit comprises a head detecting unit ~~for detecting~~ arranged to detect a position of the head of a game player in the play area along a left-right direction of said fighting video game machine such that the head detecting unit detects the position of the game player's head during linear movement of the game player.

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7. (Previously Presented) A fighting video game machine according to claim 6, wherein the second sound generator includes two loudspeakers provided at different respective positions along the left-right direction of the fighting video game machine.

8. (Previously Presented) A fighting video game machine according to claim 7, wherein the sound control unit controls the outputted sound volumes of the loudspeakers depending upon the detected position of a head of the player along the left-right direction.

9. (Original) A fighting video game machine according to claim 1, wherein the first sound generator is arranged at a position higher than the monitor while the second sound generator is arranged at a position lower than the monitor.

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10. (Previously Presented) A fighting video game machine according to claim 1, wherein the first sound generator includes a single loudspeaker provided substantially at a central position along a left-right direction of said fighting video game machine and the second sound generator includes a pair of loudspeakers provided above the monitor and left and right sides of the monitor, respectively.

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11. (Currently Amended) A fighting video game machine according to claim 6, further comprising ~~a game control unit for controlling the progress of the game and~~ an image control unit for performing calculation of coordinates of the enemy characters when viewed from the viewing point of the simulated camera.

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12. (Currently Amended) A fighting video game machine according to claim 11, wherein a head position detected by the head ~~detector~~ detecting unit is transmitted to the game control unit as the viewing point information of the simulated camera so that the viewing point of the simulated camera is changed as to correspond to the position of the game player's head.

13. (Previously Presented) A fighting video game machine according to claim 12, wherein the viewing point of the simulated camera substantially coincides with the eyes of the game player.

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14. (Currently Amended) A fighting video game machine wherein an enemy character appearing in a game image is displayed at an attacking position from a viewing point of a simulated camera on a monitor launching an attack, said fighting video game machine comprising:

a detecting unit for detecting the position of the viewing point in a play area in front of and apart from the monitor.

a display control unit for generating a three-dimensional image including the enemy character viewed from the viewing point of the simulated camera and displaying it on the monitor.

a sound control unit for controlling an output of a sound according to an attacking position of the enemy character;

a first sound generator ~~provided~~ arranged at a first position for outputting the sound ~~in accordance with the attacking position~~ based on the enemy character;

a second sound generator ~~provided~~ arranged at a second position for outputting the sound in accordance with the ~~attacking position~~ based on the enemy character, said first position being more ~~distance~~ distant from the play area than the second position, and

attacking position judging means ~~for judging~~ arranged to determine whether a distance between an attacked position by the attack of the enemy character displayed on the monitor and the viewing point of the simulated camera is less than or greater than a threshold distance value ~~of distance~~,

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wherein the sound control unit causes a sound to be outputted from the first sound generator when the distance is greater than the threshold distance value of distance while causing a sound to be outputted from the second sound generator when the distance is less than the threshold distance value of distance.

15. (Currently Amended) A fighting video game machine wherein an enemy character appearing in a game image is displayed at an attacking position from a viewing point of a simulated camera on a monitor launching an attack, said fighting video game machine comprising:

a game control unit for controlling progress of the game,

an image control unit for performing calculation of coordinates of the enemy characters when viewed from the viewing point of the simulated camera;

a head detecting unit for ~~detecting~~ arranged to detect a position of a head of a game player in the play area along a left-right direction of said fighting video game machine such that the head detecting unit detects the position of the game player's head during linear movement of the game player; a head position detected by the head detector is transmitted to the game control unit as the viewing point information of the simulated camera so that the viewing point of the simulated camera is changed as to correspond to the position of the game player's head;

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a sound control unit for controlling an output of a sound according to an attacking position from the enemy character;

a first sound generator provided at a first position for outputting the sound in accordance with the attacking position;

a second sound generator provided at a second position for outputting the sound in accordance with the attacking position; said first position being more distant from the play area than the second position, and

attacking position judging means for judging determining whether a distance between an attacked position by the attack of the enemy character displayed on the monitor and the viewing point of the simulated camera is less than or greater than a threshold distance value ~~of distance~~,

wherein the sound control unit causes a sound to be outputted from the first sound generator when the distance is greater than the threshold distance value ~~of distance~~ while causing a sound to be outputted from the second sound generator when the distance is less than the threshold distance value ~~of distance~~.

16. (New) A fighting video game machine according to claim 6, wherein a head position detected by the head detecting unit is transmitted to the game control unit as the viewing point information of the simulated camera so that the viewing point of the simulated camera is changed to correspond to the position of the game player's head.

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17. (New) A fighting video game machine according to claim 1, wherein the detecting unit comprises a head detecting unit which is arranged to transmit waves into an area occupied by the game player while playing the video game machine and receive waves reflected by the game player and determine the position of the head of the game player based on the received waves.

18. (New) A fighting video game machine according to claim 1, wherein the detecting unit comprises a head detecting unit which is arranged to periodically detect the position of the head of the game player while allowing linear movement of the game player in a left-right direction of the video game machine.

19. (New) A fighting video game machine according to claim 1, wherein the detecting unit comprises a head detecting unit arranged to detect a position of the head of a game player in the play area relative to the monitor and along a left-right direction of said fighting video game machine such that the head detecting unit detects the position of the game player's head during linear movement of the game player relative to the monitor.

20. (New) A fighting video game machine according to claim 15, wherein the head detecting unit is arranged to detect the position of the head of a game player in the play area relative to the monitor such that the head detecting unit detects the

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position of the game player's head during linear movement of the game player
relative to the monitor.
